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| Substitute for form 1449A&B/PTO INFORMATION DISCLOSURE STATEMENT BY APPLICANT (use as many sheets as necessary) | | | | Complete If Known | |
| Sheet | 2 | of | 3 | Application Number | 09/750,100 |
| | | | | Filing Date | December 29, 2000 |
| | | | | First Named Inventor | Baraff, David E. |
| | | | | Art Unit | 2123 |
| | | | | Examiner Name | THOMAS H. STEVENS |
| | | | | Attorney Docket Number | 021751-002400US |

| NON PATENT LITERATURE DOCUMENTS | | | | |
|---------------------------------|-----------------------|---|--|----------------|
| Examiner Initials * | Cite No. ¹ | Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc.), date, page(s), volume-issue number(s), publisher, city and/or country where published. | | T ² |
| THS | AJ | CARIGNAN, M., YANG, Y., MAGENENAT-THALMANN, N., AND THALMANN, D. 1992. Dressing animated synthetic actors with complex deformable clothes. Computer Graphics (Proc. SIGGRAPH), 99-104. | | |
| | AK | CHOI, K., AND KO, H. 2002. Stable but responsive cloth. Computer Graphics (Proc. SIGGRAPH), 604-611. | | |
| | AL | CORDIER, F., VOLINO, P., AND THALMANN, N. 2002. Integrating deformations between bodies and clothes. The Journal of Visualization and Computer Animation 12:45-53. | | |
| | AM | DEROSE, T., KASS, M., AND TRUON, T. 1998. Subdivision surfaces in computer animation. Computer Graphics (Proc. SIGGRAPH), 85-94. | | |
| | AN | EBERHARDT, B., WEBER, A., AND STRASSER, W. 1996. A fast, flexible, particlesystem model for cloth draping. IEEE Computer Graphics and Applications 16:52-59. | | |
| | AO | GOTTSCHALK, S., LIN, M., AND MANOCHA, D. 1996. OBBTree: A hierarchical structure for rapid interference detection. Computer Graphics (Proc. SIGGRAPH), 171-180. | | |
| | AP | KRISHNAN, S., AND MANOCHA, D. 1997. An efficient surface intersection algorithm based on lowerDimensional formulation. ACM Transactions on Graphics 16, 1 (Jan.), 76-106, ISSN 0730-0301. | | |
| | AQ | LANDER, Skin Them Bones: Game Programming for the Web Generation, May 1998, Game Developer (www.gdmag.com), pages 11-16 | | |
| | AR | LANDER, Slashing through Real-Time Character Animation, April 1998, Game Developer (www.gdmag.com), pages 13-16. | | |
| | AS | MEYER, M., DEBUNNE, G., DESBRUN, M., AND BARR, A. 2001. Interactive animation of clothlike objects in virtual reality. The Journal of Visualization and Computer Animation 12:1-12. | | |
| | AT | PATRIKALAKIS, N. 1993. Surface-to-surface intersections. IEEE Computer Graphics and Applications 13, 1, 89-95. | | |
| | AU | PROVOT, X. 1995. Deformation constraints in a massspring model to describe rigid cloth behavior. In Graphics Interface, Graphics Interface, 147-155. | | |
| | AV | STOEGER et al., How to Create Long Hair with Maya Paint Effects and Maya Cloth, Alias/Wavefront, Corporate Overview, 4 pages. <i>2000</i> | | |
| ✓ | AW | TERZOPoulos, D., AND FLEISCHER, K. 1988. Deformable models. Visual Computer 4, 306-331. | | |

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|--------------------|--------------------|-----------------|---------|
| Examiner Signature | <i>Tom Stevens</i> | Date Considered | 10/5/05 |
|--------------------|--------------------|-----------------|---------|

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

¹Applicant's unique citation designation number (optional). ²Applicant is to place a check mark here if English language Translation is attached.